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REDUCTION OF AUTODIN/NIDN LINE DIS-  
CIPLINES TO PROGRAMMED CONTROL  
LOGIC

Jane Frances Renninger

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# THESIS

REDUCTION OF AUTODIN/NIDN LINE DISCIPLINES  
TO PROGRAMMED CONTROL LOGIC

by

Jane F. Renninger

June 1975

Thesis Advisor:

V. M. Powers

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was designed which can accomplish all the necessary tasks of the control logic. This instruction set was then used to program the Receive and Transmit control functions of the OSIS system. An implementation plan is presented to suggest possible ways the control unit can be made operational.



A Reduction of AUTODIN/NIDN Line Disciplines  
to Programmed Control Logic

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Submitted in partial fulfillment of the  
requirements for the degree of

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June 1975



## ABSTRACT

In this design of a backup control for the OSIS Communication Processor, the AUTODIN/NIDN line disciplines were analyzed and reduced to programmed control logic. The method of approach was developed then applied to the AUTODIN/NIDN protocol. A definition of "state", as used in the context of the thesis, is presented, followed by detailed state transition tables and state diagrams. An instruction set of only three instructions was designed which can accomplish all the necessary tasks of the control logic. This instruction set was then used to program the Receive and Transmit control functions of the OSIS system. An implementation plan is presented to suggest possible ways the control unit can be made operational.



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## TABLE OF ABBREVIATIONS

ASCII	American Standard Code for Information Interchange
ASC	Automatic Switching Center
AUTODIN	AUTOMATIC Digital Network
DCS	Defense Communications System
DSTE	Digital Subscriber Terminal Equipment
NIDN	Navy Intelligence Data Network
OCP	OSIS Communication Processor
OSIS	Ocean Surveillance Information System

### CONTROL CHARACTERS:

ACK	ACKnowledge
BP	Block Parity
CAN	CANcel
DEL	DELETED
EM	End of Medium
ETB	End of Text Block
ETX	End of Text
INV	Suspected INVALID Message
MC	Mode Change
NAK	Negative ACKnowledge
REP	REPLY
RM	Reject your Message
SEL	SELECTION channel
SOH	Start Of Header
STX	Start of Text
SYN	SYNchronous Idle
WBT	Wait Before Transmitting



## I. INTRODUCTION

### A. PURPOSE

This thesis is a design study to identify a method of approach and outline an implementation scheme for developing a backup control for the Ocean Surveillance Information System (OSIS) Communication Processor (OCP). The OCP is currently under development by the Naval Electronics Laboratory Center (NELC), San Diego. The main task in developing a backup for OCP is the reduction of the OSIS communication line disciplines to programmed control logic.

### B. SCOPE

There appear to be many names for communication line disciplines which have only slight variation among them. The method of approach developed for reducing the OSIS protocol could also be used to reduce other similar communication disciplines to programmed control logic.

The OSIS data is transmitted and received via the Navy Intelligence Data Network (NIDN) circuits. These circuits operate with a modified format of the Defense Communications System (DCS) Automatic Digital Network (AUTODIN). Therefore, this document reflects the AUTODIN terminology and specifications with exceptions noted as they apply to NIDN.



## II. GENERAL DESCRIPTION OF AUTODIN

The DCS AUTODIN is a world-wide digital communications network of Automatic Switching Centers (ASC's) and computer interface subscriber terminals in which both synchronous and asynchronous operation is employed in the exchange of messages. Since the OCP initial operating capability operates in accordance with AUTODIN Mode I continuous procedure as described in reference [2] and modified by reference [10], the AUTODIN specifications discussed will be limited to those pertaining to Mode I continuous operation. Mode I prescribes duplex synchronous operation with automatic error and channel controls allowing independent and simultaneous two-way operation.

The AUTODIN line discipline for synchronous operation requires that messages be transmitted in blocks of American Standard Code for Information Interchange (ASCII) coded characters. "All characters will use seven bits for information and an eighth bit for parity. Characters are transmitted serially by bit with the low order bit first and the parity bit last. Message characters will have odd parity; control characters will have even parity with the exception of the last character of each block called the Block Parity (BP) character which may have odd or even parity. Characters having even parity, which are not recognized as one of the assigned control codes, will be treated as errors." [2]

The message formats are as described in JANAP 128 (E) [4]. The typical message contains three parts: the header block or blocks, a variable number of text blocks, and a single end-of-message block. Each block must be preceded by



and followed by two framing control characters, the last of which is the BP character. The text may contain as many as 80 odd parity message characters. If 79 or fewer message characters are transmitted or received, the text must end with the special control character End-of-Medium (EM). Other even parity control characters may be embedded in a message block, including transmit and receive character pairs, the "invalid" sequence (INV), and the "mode change" (MC) character. Of these, only the MC character adds to the text character count.

Figures 1 and 2 show the formats for messages containing 80 text characters and 79 or fewer text characters, respectively.

First Framing Control Char	Second Framing Control Char	80 Text Chars	Third Framing Control char	Fourth Framing Control char
-------------------------------------	--------------------------------------	---------------	-------------------------------------	--------------------------------------

FIGURE 1.

First Framing Control Char	Second Framing Control Char	79 or Fewer Text Chars	EM	Third Framing Control Char	Fourth Framing Control Char
-------------------------------------	--------------------------------------	---------------------------	----	-------------------------------------	--------------------------------------

FIGURE 2.



There are five types of control characters:

1. Communication Framing Characters. The positional and coding significance of these characters serve to delineate the beginning and end of each serial block of data in a message. The framing characters are: Start of Heading (SOH), Select (SEL), Start of Text (STX), Delete (DEL), AUTODIN Security (SEC), End of Transmission Block (ETB), End of Text (ETX), and Block Parity (BP).
2. Receive Control Characters. Receive control characters are answers or responses to blocks or control sequences which have been received. They are transmitted in identical contiguous pairs, and may be interspersed anywhere in the bit stream except between two adjacent framing characters. Their parity is not added to the block parity sum nor are they added to the text count. The receive control characters are Acknowledge Number One (ACK1), Acknckledge Number Two (ACK2), Negative Acknowledge (NAK), Reject Your Message (RM), and Wait Before Transmitting (WBT).
3. Transmit Control Characters. These characters are sent by the transmitting station to direct the receiving station to take some action. They are transmitted in identical contiguous pairs and, for continuous operation, may be sent between blocks or between the text and third framing character. The transmit control characters are Reply (REP) and Cancel (CAN).
4. Special Control Characters. There are three special control characters, each of which performs a unique function. They are as follows:
  - a. End of Medium (EM). EM marks the end of text in a block containing 79 or fewer



characters. EM is included in the block parity sum.

- b. Mode Change (MC). MC marks the end of the binary text portion of a message.
- c. Suspected Invalid Message (INV). INV is sent when an unsolicited answer is received. It is transmitted as a two-character sequence and may be interspersed anywhere in the bit stream except between two adjacent framing characters or between adjacent characters of a two-character control sequence. An alarm is activated whenever the INV sequence is transmitted or received.

5. Synchronous Idle (SYN). SYN is used with synchronous operation to enable character synchronization of the bit stream between the transmitter and receiver. SYN is transmitted continuously whenever the transmitter cannot or should not transmit data.

For a detailed description of each control character see reference [2].



### III. REDUCTION ALGORITHM

The method of approach developed and used for reducing the OSIS communication line disciplines is as follows:

1. Define the parameters and limits of the system.
2. Analyze the line discipline specifications, especially noting method of control, sequence of events, causes for changing state, error procedures, and exceptions to any rule.
3. Construct very general state diagrams for both the transmit and receive functions in order to identify the general flow of the system.
4. Write descriptions of the functions performed during each state and the conditions under which a change of state is made.
5. Construct state transition tables.
6. Construct detailed state diagrams including dummy states, where necessary, to show sub-condition decision points.
7. Determine necessary flags, indicators, counters, and timers.
8. Define or select the instruction set necessary for implementation.
9. Code the protocol using the defined instruction set.



#### IV. APPLICATION OF ALGORITHM

##### A. PARAMETERS AND LIMITS

As noted earlier, only the AUTODIN Mode I continuous operation will be described in this thesis. Other parameters and assumptions of the system also limit the scope of the analysis and design. First of all, the OCP backup will be acting as a subscriber terminal rather than an ASC. The single block message, non-standard code message, and variable length record will not be addressed or implemented. The initial state of the system will be assumed to be "in character frame." [2] Since the OCP backup will be a Digital Subscriber Terminal Equipment (DSTE) type of backup, it will not be required to send the Reject Your Message (RM) response. Thus, RM has been eliminated as a consideration for transmission but will be accounted for as a possible received character. The Mode Change (MC) and Suspected Invalid Message (INV) Special Control characters are not used by OSIS.

##### B. ANALYSIS OF AUTODIN/NIDN

A terminal has essentially two functions --- transmitting and receiving. Each function works hand-in-hand with the other to produce effective communications. The transmitter properly formats blocks of data, sends control characters designated by the receiver, and interprets and responds to Receive Control characters. On the other hand, the receiver upon request sends replies via its transmitter, informs the transmitter upon receipt of a Receive Control character, removes control and framing characters, and stores text. The Transmit and



Receive functions communicate with each other through the use of flag flip-flops, counters, and answer timers. Error detection is on the basis of character parity and block parity. Error correction is accomplished by retransmission of blocks in which errors were detected.

1. Analysis of Receive. In continuous operation, character synchronization must be established before message reception can begin. Once synchronization has been established, loss of synchronization will occur when the receiver times out and fails to detect the SYN character. When this happens, character synchronization must be re-established before the receiver is ready to continue accepting messages. Message reception once begun is continuous, with the SOH/STX character of a block under normal conditions being contiguous to the BP character of the previous block. Appropriate character patterns are expected at certain positions within the message.

In the start of block or first framing control character position, the receiver accepts SYN characters, Receive Control characters, Transmit Control characters, or the proper SOH or STX character. The SOH character is the first framing character of the first block of a message. The receiver expects the STX character in the first framing position of each succeeding block until either the ETX character or CAN sequence has been received and acknowledged, whereupon the SOH character is again expected. If the previous block is to be acknowledged with NAK, the receiver will ignore a valid SOH or STX character, if received immediately after the BP character of the block in error, and return to the start of block position.

The acceptable characters in the second framing control character position are the even parity SEL characters "H" or "D" for the first block of a message and the DEL character



for all succeeding message blocks. If the second character is not even parity, the receiver will ignore the block and wait for the REP or CAN sequence. While AUTODIN uses any one of thirteen SEL characters to denote the output channel compatible with the message format (cards or tape), OSIS uses only the SEL characters "H" and "D". The H character signifies Record Traffic and the D character denotes Bulk Data and OPSCOMM (analyst-to-analyst information exchange) messages. If the SEL character received is not H or D the "SEND NAK" flag is set.

In the text portion of the message, only odd parity data characters, even parity Receive Control characters, and the even parity Special Control character EM are allowed. The Receive Control characters must be double character sequences. The SEND NAK flag is set if a double character sequence is broken or if an even parity data character or even parity Transmit Control character is received. When the SEND NAK flag is set, it will not be used to transmit a NAK response until after receipt of the BP character for that block. If a framing control character or a SYN character is received in the text position, the receiver will ignore the block, go to the waiting state, and wait for the REP or CAN sequence.

Reception of text will continue until either a total of 80 data characters or the even parity EM character is received. The receiver will then proceed to the third framing control character or end of block position, in which the acceptable characters are ETB, ETX, SYN, Receive Control characters, or Transmit Control characters. (The situation of receiving SYN or Transmit Control character sequences, before receiving the end of block framing character, is encountered when the transmitting station has not received an answer for the previous block.) After an ETB or ETX character is received and accepted, the next character,



regardless of what it actually is, will be accepted as the BP character and will be compared to the block parity calculated by the receiver. If they agree and the SEND NAK flag has not been previously set, the block is accepted, the proper "SEND ACK (1 or 2)" flag is set for the transmitter, and the receiver examines the start of block framing position of the next block. If the local SEND NAK flag has been set, the receiver sets the NAK flag for the transmitter, then returns for the start of block framing position of the same block which will be retransmitted.

Whenever a block is accepted, it must be answered. If the receiver temporarily cannot accept any additional blocks, it may halt the distant receiver by answering the received block with the WBT sequence. If this delay in ability to accept another block continues, then the next sequence expected is the REP sequence. Upon receiving the REP sequence, the receiver will answer with the WBT sequence, and this will continue until the receiver is able to accept another block. When the receiver is ready to accept blocks again, it will answer the REP sequence with the acknowledgment for the last block it accepted.

2. Analysis of Transmit. The transmitter checks the flags to determine if any Receive Control characters or any Transmit Control characters are to be sent in the start of block position. If so, the transmitter will send these double character sequences contiguously. If there is a block to send, SOH or STX will be sent for the first or succeeding blocks, respectively; otherwise, SYN characters will be sent.

If SOH is sent, the transmitter will send a SEL character of "H" or "D" for the second framing control character, depending on whether the message is Record Traffic or Bulk Data/OPSCOMM. If STX is sent, the



transmitter follows it with DEL for the second framing control character.

In the text portion of the message, Receive Control characters, text characters, or the Special Control character EM may be sent. Only text characters and the EM character are used to increment the text counter. After transmitting 80 text characters, or fewer than 80 text characters plus the EM character, the transmitter will check for an answer to the previous block. If an answer has not been received, the transmitter will send SYN characters until the answer timer expires. (Normally the answer timer would expire before the last data character of the following block is sent.) If WBT is received or the answer timer expires before the 80th text character or EM character is transmitted, the transmitter will wait until the 80th character or EM is sent, then send the REP sequence. If an answer to the previous block is received and it is the proper ACK sequence, the transmitter examines the end of block or third framing control character position. If it is not the proper ACK sequence the previous block will be retransmitted.

In the end of block position, if any answer flags have been set by the receiver, the transmitter will send the answer. If there is no answer to be sent, the ETB character (or ETX character in the case of last message block) will be sent, followed by the calculated block parity character. The transmitter then starts sending the next block, if there is one; otherwise, it sends SYN characters.

When waiting for the answer to the previous block or the answer to a transmitted CAN sequence, the transmitter sends any Receive Control or Transmit Control characters that have been flagged to be sent. If there are no characters to be sent and the answer timer expires, the transmitter will



send the proper Transmit Control character. If the CAN sequence is acknowledged, the transmitter will proceed to process the start of block position. If the last block is properly acknowledged, the transmitter will process the end of block position.

In synchronous operation the ACK's are alternated, first ACK1 then ACK2 for alternate blocks. The remote receiver responds with, and the local transmitter expects, alternate ACK's as answers for transmitted blocks. The CAN sequence must always be answered with the ACK2 sequence. After the last block of a message has been acknowledged, the transmitter may send the CAN sequence, forcing the remote receiver to acknowledge with ACK2. This merely serves as an ACK reset, requiring the remote receiver to respond to the first block of the next message with ACK1.

The CAN and REP sequence timing procedures are identical. A CAN sequence is sent if the remote receiver rejects a message or if there is an uncorrectable error condition at the transmitter. A REP sequence is sent when an answer for a transmitted block is not received in the allowable response time. Each CAN or REP sequence will be repeated by the terminal up to three times if no reply is received. If no answer is received after the CAN/REP sequence has been sent three times, a "no reply" alarm is activated and the terminal will continue to send the CAN/REP sequence at proper intervals. When the CAN sequence is properly answered with ACK2, the next block is transmitted. If the previous ACK sequence is received in response to a REP sequence, the present block will be retransmitted.

3. General Flow of the System. The transition through the Receive and Transmit functions is very generally presented by the state diagrams in Figures 3 and 4,

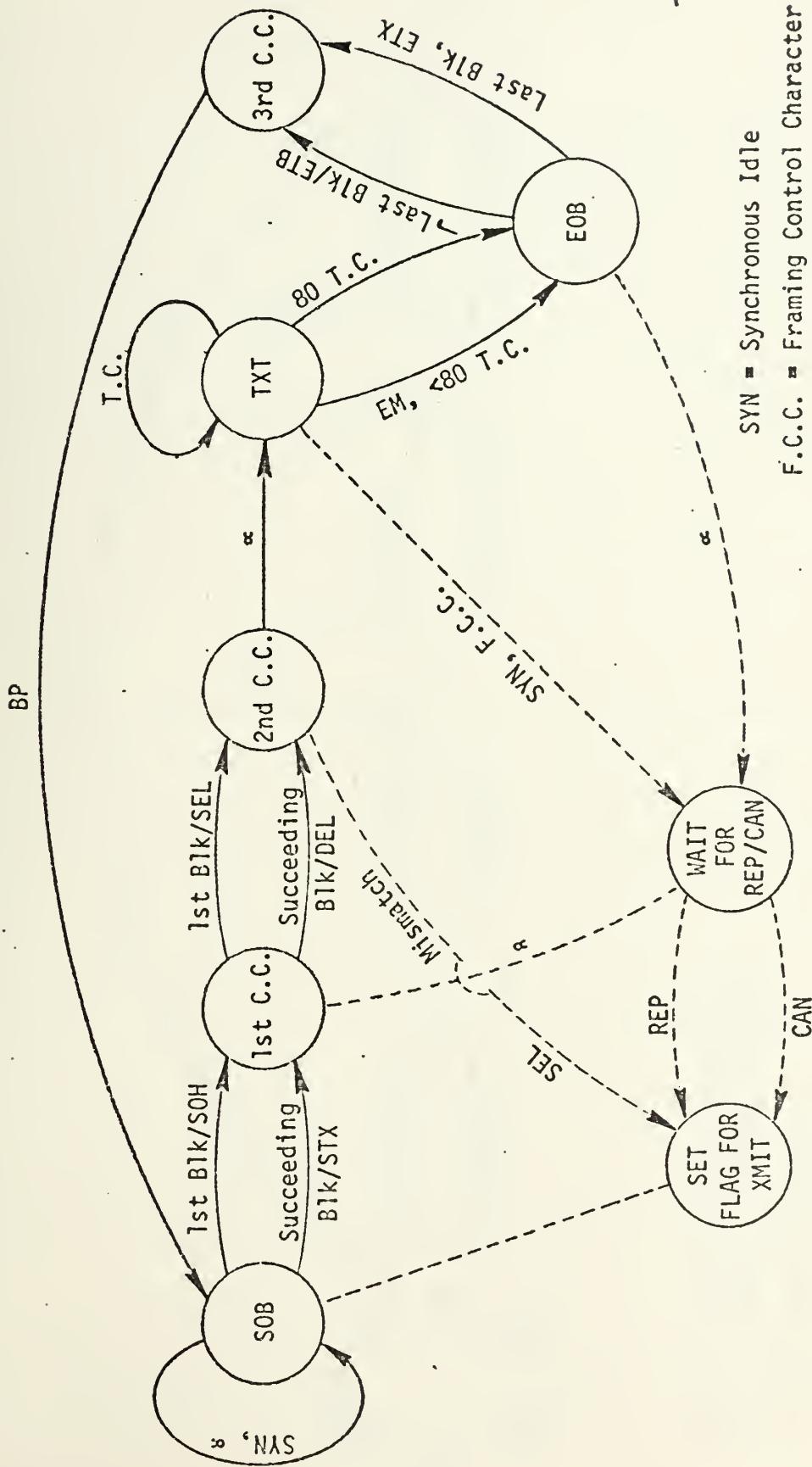


respectively. They are "general" in the sense that specific flags, conditions, tasks, and subconditions are not included. Only the normal "main line" flow is shown.

In the Receive diagram the reception of a correct and expected control or text character causes transition to the state which handles that character. An incorrect character forces the Receive function to go to a wait state, then to set flags for the transmitter and return to the start of block (SOB) state.

The Transmit diagram is slightly different in that the name of the state indicates the type of character it sends.

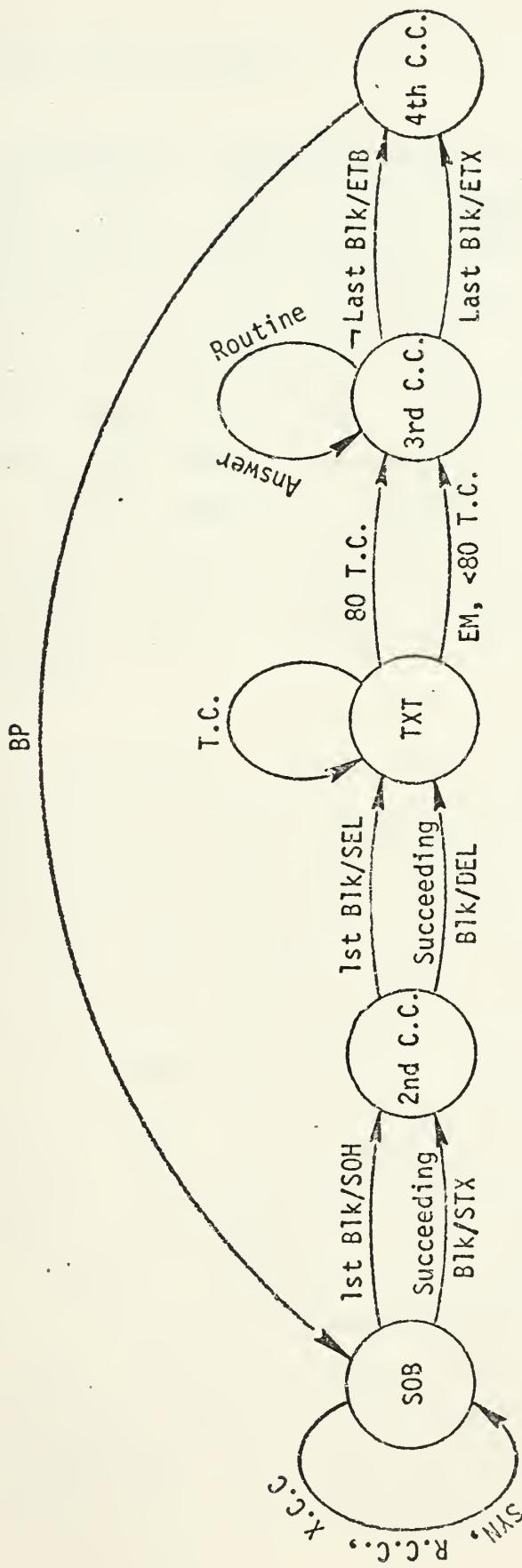




## MODE I, RECEIVE (General Diagram)

FIGURE 3.





R.C.C. = Receive Control Character  
 X.C.C. = Transmit Control Character  
 T.C. = Text Character

MODE I, TRANSMIT (General Diagram)

FIGURE 4.



### C. STATE DESCRIPTIONS

According to Webster's New World Dictionary a state is defined to be "a set of circumstances or attributes characterizing a (particular) thing at a given time; a condition." In the context of this thesis, a state is a condition which exists at a point in time during message transmission or reception. This condition or state depends on the previous message state, the message characters received as input, and the existing condition of memory (e.g. flags, timers, and alarms). This state and existing conditions uniquely determine the output message character (for transmit), the tasks to be performed before proceeding to the next state, and the next Transmit or Receive state to be entered.

A colloquial use of the word "state" appears in descriptions of communication protocols. The AUTODIN/NIDN systems have six Major States to be considered:First Framing Character State (S1), Second Framing Character State (S2), Text State (S3), Third Framing Character State (S4), Block Parity (S5), and Special Control State (S6). (Hereafter, these states will be referred to by their number.) The name of each of these Major States indicates the type of message character that is to be transmitted or received by that particular state. The particular message character to be transmitted or received by the Major State is determined by the block of the message that is being processed --- the first block, an intermediate block, the last block, or no block (in the case of a WAIT/CONTROL situation). In effect, the blocks represent Message States. The normal processing of each block transitions through the Major States S1 to S5. The WAIT/CONTROL or no-block Message State coincides with the Major State S6. Therefore, calculating the various



combinations of Message States and Major States for both the Receive and Transmit functions, there are actually thirty-two states in the AUTODIN/NIDN systems. Figure 5 is a matrix showing the relationship between the Major States and Message States, and giving the specific character to be transmitted or received. (The "x" represents other control characters or text.)

<u>MESSAGE STATE</u>	<u>MAJOR STATE</u>					
	S1	S2	S3	S4	S5	S6
FIRST BLOCK	SOH	SEL	X	ETB	BP	
INTERMEDIATE BLOCK	STX	DEL	X	ETB	BP	
LAST BLOCK	STX	DEL	X	ETX	BP	
WAIT/CONTROL						X

FIGURE 5.

Since the Major State transitions are essentially the same for each block, this document will emphasize the Major States, with exceptions noted as they pertain to a particular Message State.

The transition description lists in the next section of this thesis describe in detail the states, possible conditions that could exist in each state, the tasks prescribed for each condition, and the next Major State to be entered. In order to complete the specification of conditions and actions for transitions among such states, "dummy" states have been introduced. A dummy state is merely a sub-condition decision point. The dummy states ease the implementation and diagram presentation of the state transitions. Therefore, the set of total states, a description of the history of the system which is necessarily and sufficiently precise to establish the proper



action for each condition, is comprised of the Message States and Major States together with the dummy states.

#### D. TRANSITION DESCRIPTIONS

Using the method of approach defined earlier, Tables I and II were constructed to describe the tasks performed during each state and the conditions causing a change of state for the Receive and Transmit functions, respectively. Figures 6 and 7 are the resulting state diagrams which present a visual picture of the transition flow. (These tables and figures begin on page 29.) Generally speaking, the Receive table and diagram is more complex, since every possible situation must be considered when receiving data to be sure all errors are detected. The Transmit function, on the other hand, is in control of the situation and consequently the tasks to be performed during each state are simple and straightforward. Only the Transmit function's WAIT/CONTROL state (S6) has complex tasks. This is because it must be able to act on any possible response or lack of response from the remote terminal or ASC.

The reader will notice that the transition flow of the Transmit function is somewhat different from the transition flow through the Receive function. As long as the receiver continues to receive the characters it expects, with their proper parity, it will move through Major States S1 to S5, and back to S1 for the start of the following block. If the receiver detects a parity error or a Framing Control character it doesn't expect, it will set a flag to wait for a REP or CAN sequence and will go to the WAIT state, S6. It will also set the WAIT flag and go to S6 if the last received block was not acknowledged prior to receiving the BP character of the present block or if the



buffer is full when leaving state S5. The transmitter moves through Major States S1 to S3, then goes off to the WAIT/CONTROL state, S6, to check for an answer to the previous block. If it has not been received, it waits for it. If a proper acknowledge is received, the transmitter returns to the "main line" flow by going to S4, on to S5, and then back to S1 for the next block. If a proper acknowledgment is not received, the transmitter will return to S1 and retransmit the previous block. In the Transmit function the WAIT/CONTROL state can also be entered from S1, if an RM character has been received and requires the transmission of a CAN sequence.

The reasons for leaving the WAIT/CONTROL state are also different between the Receive and Transmit functions. In the Receive function, the only condition which allows transition out of Receive state S6 is the clearing of the WAIT flag. And then, the transition is always to Receive state S1. While in the Transmit function, there are several conditions for leaving Transmit state S6. An incorrect acknowledge, a negative acknowledge, and a response to a cancel sequence will all cause a transition from Transmit state S6 to Transmit state S1. However, a correct and expected acknowledge will cause transition to Transmit state S4.

As mentioned in the previous section, the block of the message being processed determines the particular control characters to be transmitted or received. These Message States are regulated by flags. In the Receive function if the "CAN/ETX RECEIVED LAST" flag is set and in the Transmit function if the "ETX SENT LAST" flag is set, it means that the First Block is being processed. If these flags are clear, an Intermediate or Last Block is being processed. This distinction is sufficient for sending or receiving the first two control characters by Major States



S1 and S2.

The reasons for entering and leaving the WAIT/CONTROL Message State were presented above. The Major States S3 and S5 are the same for the First, Intermediate, and Last Blocks. That leaves only the relationship between the Major State S4 and the first three Message States to be accounted for. In this regard, it is sufficient for the Transmit or Receive function to know only if it is processing a Last Block or not processing a Last Block, since the functions treat the First and Intermediate Blocks the same in Major State S4. A determination that the Last Block is being processed is made by checking a flag set by the host computer.

Two other important "toggle switch" flags help maintain message integrity. They are the "SEND ACK1" and the "ACK1 EXP'D" flags. The first is used by the Receive function to tell the Transmit function which acknowledgement to send in response to a received block. The second is used by the Transmit function to keep track of which response it expects from the remote receiver in regards to a particular transmitted block or a CAN sequence. When these flags are not set, it implicitly means "send ACK2" and "ACK2 is expected".



TABLE I.  
TRANSITION DESCRIPTION FOR RECEIVE

<u>STATE</u>	<u>CONDITION</u>	<u>TASKS</u>	<u>NEXT STATE</u>
---	---	Receive a character	
S1	Odd parity	Ignore character	S1
	Character = SYN	Increment SYNCNT	S11
	Character $\neq$ SYN	Clear SYNCNT	
	Character = REP/CAN/ACK1/ACK2		
	NAK/WBT/RM	Store character	
		Receive a character	
	Character = SOH	Inhibit Answer Timer	S13
	Character = STX	Inhibit Answer Timer	S14
	Any other even char	Ignore character	S1
		---	
S11	SYNCNT $\neq$ 4	---	
	SYNCNT = 4	Start Answer Timer	S1
		---	
S12	Character $\neq$ Previous Character	Set "SEND NAK" flag	S1
	Character = REP	Perform REP routine	S1
	Character = CAN	Perform CAN routine	S1
	Character = ACK1/ACK2/NAK/WBT/RM	Perform RECEIVE CONTROL routine	S1



RECEIVE DESCRIPTION (CONTINUED)

<u>STATE</u>	<u>CONDITION</u>	<u>NEXT STATE</u>	<u>TASKS</u>
S13	"NAKFLG" set		Ignore character
	"CAN/ETX REC'D LAST" flag set		Accept character
	"CAN/ETX REC'D LAST" not set		Ignore character
	"NAKFLG" set		Ignore character
	"CAN/ETX REC'D LAST" flag not set		Accept character
S14	"CAN/ETX REC'D LAST" flag, set		Ignore character
	-----		Receive a character
	Odd parity		Ignore character
			Set "WAIT FOR REP/CAN" flag
			Start Answer Timer
S2	"CAN/ETX REC'D LAST" flag set		Add character to BP
	Character = DEL		Clear TEXTCOUNT
			Add character to BP
			Clear TEXTCOUNT
	Any other even character		Accept character
S21	Character = "H" or "D"		Set "SEND NAK" flag
	Character ≠ "H" or "D"		Accept character
			Set "SEND NAK" flag
S3			S3
			S3



RECEIVE DESCRIPTION (CONTINUED)

<u>STATE</u>	<u>CONDITION</u>	<u>TASKS</u>	<u>NEXT STATE</u>
S3	---	Receive a character	
	Odd parity	Increment TEXTCOUNT	
		Add character to BP	
		Accept character	S31
	Character = ACK1/ACK2/NAK/WBT/RM	Store character	
		Receive a character	S32
	Character = EM	Add character to BP	
		Accept character	S4
	Character = SOH/STX/DEL/H/D/		
		ETX/ETB/BP	
		Set "WAIT FOR REP/CAN" flag	
	Any other even character	Start Answer Timer	S6
		Set "SEND NAK" flag	S3
<hr/>			
S31	TEXTCOUNT < 80	-----	S3
	TEXTCOUNT = 80	-----	S4
<hr/>			
S32	Character ≠ Previous Character	Set "SEND NAK" flag	S3
	Character = ACK1/ACK2/NAK/WBT/RM	Perform RECEIVE CONTROL routine	S3



RECEIVE DESCRIPTION (CONTINUED)

<u>STATE</u>	<u>CONDITION</u>	<u>TASKS</u>	<u>NEXT STATE</u>
S4	---	Receive a character	
	Odd parity	Set "WAIT FOR REP/CAN" flag	S6
	Character = SYN	Start Answer Timer	S6
	Character = REP/CAN/ACK1/ACK2	Ignore character	S4
		Store character	
		Receive a character	S41
		Set "WAIT FOR REP/CAN" flag	
	Character = SOH/SEL/STX/DEL	Start Answer Timer	S6
	Character = ETB	Add ETB character to BP	
		Clear "CAN/ETX REC'D LAST" flag	S42
	Character = ETX	Add ETX character to BP	
		Set "CAN/ETX REC'D LAST" flag	S42
-----			
S41	Character ≠ Previous Character	Set "SEND NAK" flag	S4
	Character =REP	Perform REP routine	S4
	Character = CAN	Perform CAN routine	S4
	Character = ACK1/ACK2/NAK/WBT/RM	Perform RECEIVE CONTROL routine	S4



RECEIVE DESCRIPTION (CONTINUED)

<u>STATE</u>	<u>CONDITION</u>	<u>DESCRIPTION</u>	<u>TASKS</u>	<u>NEXT STATE</u>
S42	"LAST RECD BLK ACK'D" flag set	Accept character	Clear "LAST RECD BLK ACK'D" flag	S5
	"LAST RECD BLK ACK'D" not set		Set "WAIT FOR REP/CAN" flag	
		Start Answer Timer		S6
<hr/>				
S5	-----	Receive a character	Set "SEND NAK" flag	
	Received BP ≠ Calculated BP		Clear Calculated BP	
	-----		Dump buffer	
	"SEND NAK" flag set		Set "NAKFLG" for Transmitter	
			Clear "SEND NAK" flag	
			Start Answer Timer	
			Set "ANSWER REQ'D" flag	S1
			Toggle "SEND ACK1/2" flag	S51
<hr/>				
S51	Buffer full	Set "SEND WBT" flag	Set "WAIT FOR REP/CAN" flag	
			Start Answer Timer	
			Set "ANSWER REQ'D" flag	S6
			Start Answer Timer	
			Set "ANSWER REQ'D" flag	S1



RECEIVE DESCRIPTION (CONTINUED)

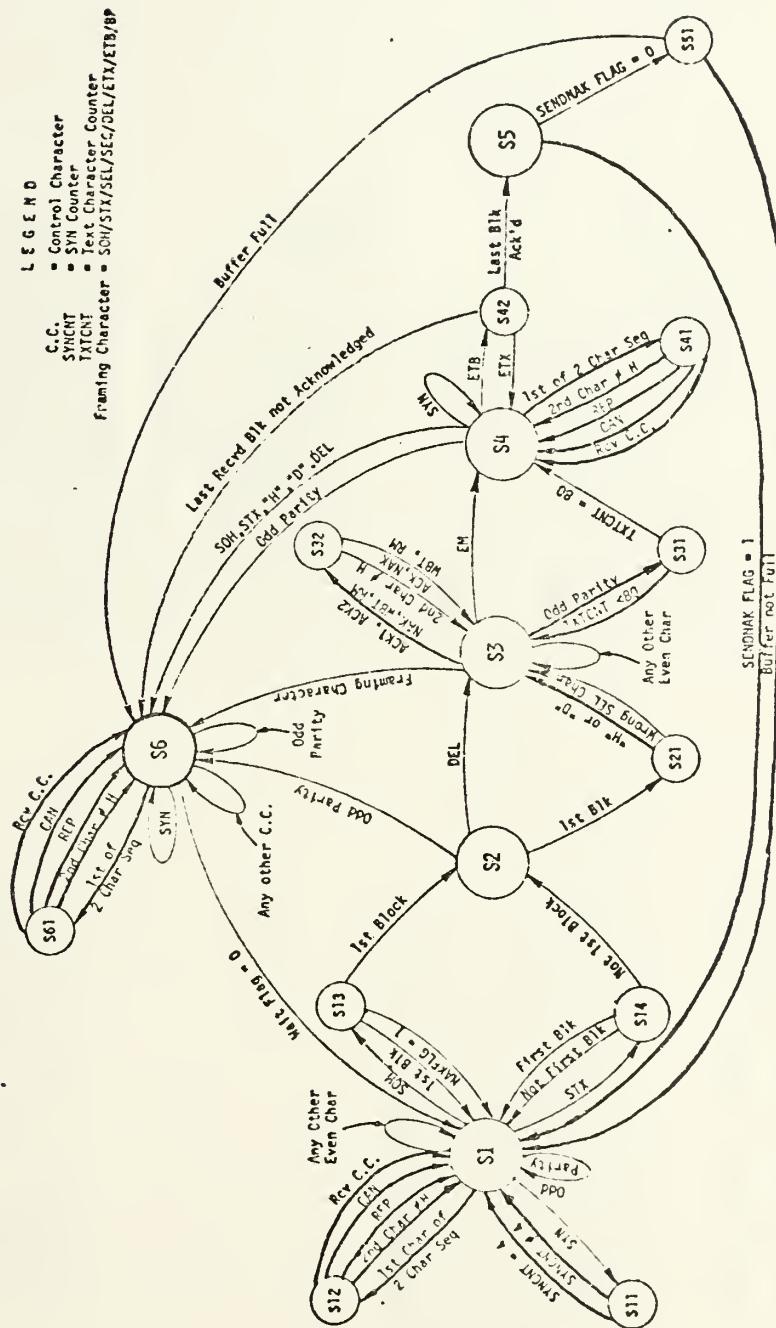
<u>STATE</u>	<u>CONDITION</u>	<u>TASKS</u>	<u>NEXT STATE</u>
S6	"WAIT FOR CAN/REP" flag not set	----	S1
	"WAIT FOR CAN/REP" flag set	Receive a character	
	Odd parity	Ignore character	S6
	Character = SYN	Ignore character	S6
	Character = REP/CAN/ACK1/ACK2/		
	NAK/WBT/RM	Store character	
	Any other control character	Receive a character	S61
		Ignore character	S6
-----			
S61	Character ≠ Previous Character	Set "SEND NAK" flag	S6
	Character = REP	Perform REP routine	S6
	Character = CAN	Perform CAN routine	S6
	Character = ACK1/ACK2/NAK/WBT/RM	Perform RECEIVE CONTROL routine	S6



RECEIVE DESCRIPTION (CONTINUED)

<u>ROUTINE</u>	<u>CONDITION</u>	<u>TASKS</u>	<u>NEXT STATE</u>
REPLY	-----	Set "REP REC'D" flag Set "ANSWER REQ'D" flag Start Answer Timer Set "SEND WBT" flag Set "WAIT FOR REP/CAN" flag S6	-----
	Buffer full	Clear "WAIT FOR REP/CAN" flag Calling State	-----
	Buffer not full	Clear "WAIT FOR REP/CAN" flag Calling State	-----
CANCEL	-----	Clear "WAIT FOR REP/CAN" flag Clear "SEND ACK1" flag Set "ANSWER REQ'D" flag Dump buffer Start Answer Timer	Calling State
	-----	-----	-----
RECEIVE	"ANSWER EXP'D" flag not set	Clear "ANSWER EXP'D" flag Set "WBT REC'D" flag Character = WBT Character = NAK Character = RM Character = ACK1 Character = ACK2	Calling State
CONTROL	"ANSWER EXP'D" flag set	Set "NAK REC'D" flag Set "RM REC'D" flag Set "ACK1 REC'D" flag Set "ACK2 REC'D" flag	Calling State





MODE I, Continuous RECEIVE

FIGURE 6.



TABLE II.

TRANSITION DESCRIPTION FOR TRANSMIT

<u>STATE</u>	<u>CONDITION</u>	<u>TASKS</u>	<u>NEXT STATE</u>
S1	"ANSWER REQ'D" flag set	Perform ANSWER routine	S1
	"RM REC'D" flag set	Clear "RM REC'D" flag	
		Inhibit Answer Timer	
		Send CAN sequence	
		Set "CAN SENT" flag	
		Start Answer Timer	
		Set "ANSWER EXP'D" flag	
		Clear "ACK1 EXP'D" flag	S6
		-----	
		Send SYN character	S1
		-----	
S1	"ETX SENT LAST" flag set	Send SOH character	S2
	"ETX SENT LAST" flag not set	Send STX character	S2
		-----	
		Initialize TXTCOUNT	
		-----	
S2	"ETX SENT LAST" flag set	-----	S21
	"ETX SENT LAST" flag not set	Add DEL to BP	
		Send DEL character	S3



TRANSMIT DESCRIPTION (CONTINUED)

<u>STATE</u>	<u>CONDITION</u>	<u>TASKS</u>	<u>NEXT STATE</u>
S21	"RECORD TRAFFIC" flag set "OPSCOM/BULK" flag set	Send "H" as SELECT character Send "D" as SELECT character	S3 S3
S3	"ANSWER REQ'D" flag set TXTCOUNT = 80 TXTCOUNT < 80	Perform ANSWER routine ----- -----	S3 S6 S31
S31	Buffer empty	Add EM character to BP Send EM Increment TXTCOUNT Add character to BP Send odd parity data character	S6 S3
S4	"ANSWER REQ'D" flag set Not Last Block	Perform ANSWER routine Add ETB character to BP Send ETB Clear "ETX SENT LAST" flag Add ETX character to BP Send ETX Set "ETX SENT LAST" flag	S4 S5 S5
Last Block			



## TRANSMIT DESCRIPTION (CONTINUED)

<u>STATE</u>	<u>CONDITION</u>	<u>TASKS</u>	<u>NEXT STATE</u>
-----	-----	Send computed BP	S5
S5	-----	Clear computed BP	S6
S6	"ACK1 REC'D" flag set "ACK2 REC'D" flag "RM REC'D" flag set	Set "ANSWER EXP'D" flag Start Answer Timer Clear "ACK1 REC'D" flag Clear "ACK2 REC'D" flag Clear "RM REC'D" flag Inhibit Answer Timer Send CAN sequence Set "CAN SENT" flag Start Answer Timer Set "ANSWER EXP'D" flag Clear "ACK1 EXP'D" flag Clear "WBT REC'D" flag Clear "NAK REC'D" flag Inhibit Answer Timer Prepare buffer for retransmission Send SYN character	S1 S6 S6 S6 S6 S6 S6 S6 S6 S6 S6 S6
S1	Answer Timer not expired		



TRANSMIT DESCRIPTION (CONTINUED)

<u>STATE</u>	<u>CONDITION</u>	<u>TASKS</u>	<u>NEXT STATE</u>
"CAN SENT" flag set and CANCOUNTER = 3	"CAN SENT" flag set and CANCOUNTER < 3	Set "NO REPLY" alarm Set CANCOUNTER = 0 Send CAN sequence Restart Answer timer Increment CANCOUNTER Set "ANSWER EXP'D" flag Send CAN sequence Increment CANCOUNTER Set "ANSWER EXP'D" flag Set "NO REPLY" alarm Set REPCOUNTER = 0 Send REP sequence Restart Answer timer Increment REPCOUNTER Set "ANSWER EXP'D" flag Send REP sequence Increment REPCOUNTER Set "ANSWER EXP'D" flag	S6
REPCOUNTER = 3	REPCOUNTER < 3		S6



TRANSMIT DESCRIPTION (CONTINUED)

<u>STATE</u>	<u>CONDITION</u>	<u>TASKS</u>	<u>NEXT STATE</u>
S61	"ACK1 EXP'D" flag set	Inhibit Answer Timer Clear "ACK1 EXP'D" flag Wrong answer to CAN, so ignore	S4 S6
	"CAN SENT" flag set	Inhibit Answer Timer	
	"CAN SENT" flag not set	Prepare buffer for retransmission	S1
<hr/>			
S62	"ACK1 EXP'D" flag set	Inhibit Answer Timer Prepare buffer for retransmission S1	
	"CAN SENT" flag set	Dump buffer Clear "CAN SENT" flag Set "ACK1 EXP'D" flag Set CANCOUNTER = 0	
	"CAN SENT" flag not set	Inhibit Answer Timer Inhibit Answer Timer Set "ACK1 EXP'D" flag	S1 S4



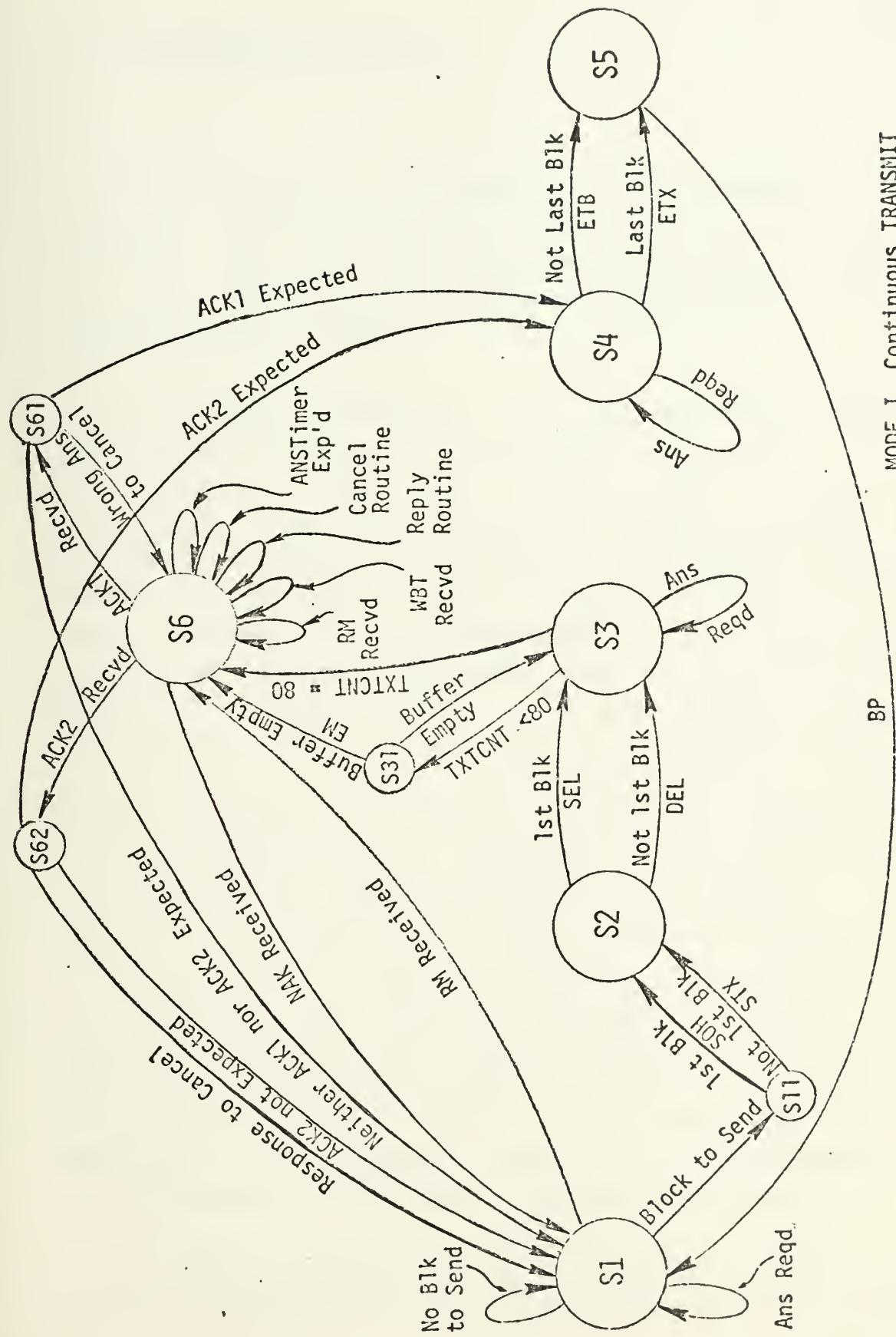
TRANSMIT DESCRIPTION (CONTINUED)

<u>ROUTINE</u>	<u>CONDITION</u>	<u>TASKS</u>	<u>NEXT STATE</u>
ANSWER	---	Clear "ANSWER REQ'D" flag	
"SEND WBT" flag set		Clear "SEND WBT" flag	Calling State
"NAKFLG" set		Send WBT sequence	
"REP REC'D" flag set		Clear "NAKFLG"	Calling State
"SEND ACK1" flag set		Send NAK sequence	
"REP REC'D" flag		Clear "REP REC'D" flag	AR1
"SEND ACK1" flag		Clear "SEND ACK1" flag	
		Set "LAST RECD BLOCK ACK'D" flag	
"SEND ACK1" flag not set		Send ACK1 sequence	Calling State
		Set "SEND ACK1" flag	
		Set "LAST RECD BLOCK ACK'D" flag	
		Send ACK2 sequence	Calling State
AR1	Last accepted block acknowledged with ACK1	Last accepted block acknowledged with ACK2	
		Send ACK1 sequence	Calling State
		Send ACK2 sequence	Calling State



MODE I, Continuous TRANSMIT

FIGURE 7.





## E. INSTRUCTION SET DESIGN

When designing an instruction set for a special purpose such as communications control logic, two questions must be answered. They are: "What tasks need to be done?" and "What are the necessary and sufficient instructions which will accomplish those tasks?"

The tasks described in the previous transition descriptions fall into the following categories: setting and clearing flags and answer timer; clearing and incrementing counters; receiving, storing, sending and accepting characters; calculating block parity; dumping a buffer; and pushing up a buffer for retransmission. All of these actions can be accomplished by one basic transfer instruction which moves data from any one of several specified sources to one of several allowable destinations. For instance, flags can be set (or cleared) by moving a 1 (or 0) to the specified flag. Counters, buffers, and the answer timer can be handled through the use of flag type indicators. Receiving, sending, and accepting of characters is a matter of moving the character from a buffer to a register or vice versa. Storing a character can be done by moving it from the "Present Character" register to a holding (or "Previous Character") register. Block parity is calculated by the binary addition without carry of each of the bits in a character to be sent or received, with the current accumulated block parity character which is maintained in a register. This also can be accomplished with a variation of the basic transfer instruction.

In order to determine when the various transfers are to be made, a conditional jump instruction is needed to check a



particular character or flag, then either jump around an undesired area or jump to an address where the desired tasks are to be performed. An unconditional jump instruction is necessary to advance to the next state after a particular set of tasks has been accomplished. (This could use the conditional jump instruction with a condition that is always true.)

Since the transition descriptions define several subroutines, a jump-to-subroutine instruction and a return instruction are both needed. (The return instruction could be a pseudonym for the transfer instruction which moves the return address register to the current address register.)

Thus, the entire Receive and Transmit functions can be programmed using essentially three instructions (the return instruction being implemented as a transfer and the unconditional jump being implemented as an always true conditional jump.) The opcodes, formats, and detailed descriptions of these instructions are as follows:

**XFR source,destination** This instruction moves specified data to an allowable destination. Possible sources and their allowable destinations are:

Present Character Register (PRES)	---	HOST
		Previous
		BLKPAR
AUTODIN/NIDN Line Buffer (LINE)	---	PRES
Host Computer Buffer (HOST)	---	LINE
Any Control Character	---	LINE
		BLKPAR
Block Parity Register (BLKPAR)	---	LINE
One or Zero	---	Any flag
Current Address Register (CURRADR)	---	RTNADR,
Return Address Register (RTNADR)	---	CURRADR



When a character is moved to the Block Parity register, an "exclusive OR" operation is performed. All other combinations are straight transfers of data.

**JIF char/flag, condition, address** This is the conditional jump instruction which jumps to a given address if a particular character is equal to (EQ) or not equal to (NOT) the contents of the Present Character register or if a certain flag is set (1) or not set (0). The address field may contain a location label or the current address register plus a specified number of instructions (e.g. CURAD + 4).

**JMP address** This unconditional jump uses the JIF instruction, checking for a flag which is always set.

**JSR subroutine name** This "jump to subroutine" instruction first stores the current address plus 1 in the Return Address register, then jumps to the specified subroutine.

**RET** The return instruction has no operands. It invokes the XFR instruction to move the contents of the Return Address register to the Current Address.

The above instructions have been used to program the Receive and Transmit functions as they were described in the transition descriptions of Tables I and II. The Program for Receive is presented in Table III and the Program for Transmit is presented in Table IV. The reader will notice that many jump instructions appear, since the very nature of communications control logic is the transitioning from one state to another.



TABLE III.

## PROGRAM FOR RECEIVE

<u>LABEL</u>	<u>OPCODE</u>	<u>OPERANDS</u>	<u>COMMENTS</u>
S1	XFR	LINE, PRES	RECEIVE A CHARACTER
	JIF	PARITY, 0, S1	IF PARITY ODD, IGNORE CHAR
	JIF	SYN, NOT, CURAD+5	SKIP IF PRES CHAR ≠ SYN
	XFR	1, SYNCNT	SET FLAG TO INCREMENT SYNCOUNT
	JIF	FOURS, 0, CURAD+2	SKIP IF SYN COUNT ≠ 4
	XFR	1, ANS	IF 4 SYN'S, START ANSWER TIMER
	JMP	S1	STAY IN STATE S1
	JIF	REP, EQ, S12	JUMP TO S12 IF PRES CHAR = REP
	JIF	CAN, EQ, S12	JUMP TO S12 IF PRES CHAR = CAN
	JIF	ACK1, EQ, S12	JUMP TO S12 IF PRES = ACK1
	JIF	ACK2, EQ, S12	JUMP TO S12 IF PRES = ACK2
	JIF	NAK, EQ, S12	JUMP TO S12 IF PRES CHAR = NAK
	JIF	WBT, EQ, S12	JUMP TO S12 IF PRES CHAR = WBT
	JIF	RM, EQ, S12	JUMP TO S12 IF PRES CHAR = RM
	JIF	SOH, EQ, S13	JUMP TO S13 IF PRES CHAR = SOH
	JIF	STX, EQ, S14	JUMP TO S14 IF PRES CHAR = STX
	JMP	S1	IF IT FALLS THRU, STAY IN S1
S12	XFR	PRES, PREV	STORE CHARACTER
	XFR	LINE, PRES	RECEIVE A CHARACTER
	JIF	PREV, EQ, CURAD+3	SKIP IF PRES CHAR = PREV
	XFR	1, SNDNAK	SET "SEND NAK" FLAG
	JMP	S1	STAY IN STATE S1
	JIF	REP, NOT, CURAD+3	SKIP IF PRES CHAR ≠ REP
	JSR	REPLY	JUMP TO REPLY SUBROUTINE
	JMP	S1	STAY IN STATE S1
	JIF	CAN, NOT, CURAD+3	SKIP IF PRES CHAR ≠ CAN
	JSR	CANCEL	JUMP TO CANCEL SUBROUTINE
	JMP	S1	STAY IN STATE S1
	JSR	RECON	JUMP TO RECEIVE CONTROL SUBR.
	JMP	S1	STAY IN STATE S1



RECEIVE (CONTINUED)

<u>LABEL</u>	<u>OPCODE</u>	<u>OPERANDS</u>	<u>COMMENTS</u>
S13	XFR	0,ANS	INHIBIT ANSWER TIMER
	JIF	CERL,0,S1	IGNORE IF CAN/ETX ~ RECD LAST
	JMP	S2	ACCEPT CHAR, GO TO S2
S14	XFR	0,ANS	INHIBIT ANSWER TIMER
	JIF	CERL,1,S1	IGNORE IF CAN/ETX RECD LAST
	JMP	S2	ACCEPT CHAR, GO TO S2
S2	XFR	LINE,PRES	RECEIVE A CHARACTER
	JIF	PARITY,1,CURAD+4	SKIP IF PARITY EVEN
	XFR	1,WAIT	SET WAIT FOR REP/CAN FLAG
	XFR	1,ANS	START ANSWER TIMER
	JMP	S6	GO TO STATE S6
	XFR	1,CLRTXT	CLEAR TEXTCOUNT
	XFR	PRES,BLKPAR	ADD CHAR PARITY TO BP
	JIF	CERL,0,S3	IF ~ 1ST BLK, ACCEPT, GOTO S3
	JIF	H,EQ,S3	IF SEL = "H", ACCEPT, GOTO S3
S21	JIF	D,EQ,S3	IF SEL = "D", ACCEPT, GOTO S3
	XFR	1,SNDNAK	OTHERWISE, SET SEND NAK FLAG
S3	XFR	LINE,PRES	RECEIVE A CHARACTER
	JIF	PARITY,1,CURAD+5	SKIP 4 IF PARITY EVEN
	XFR	1,TXTCNT	INCREMENT TEXTCOUNT
	XFR	PRES,BLKPAR	ADD CHAR PARITY TO BP
	XFR	PRES,HOST	PASS TEXT TO HOST PROCESSOR
	JMP	S31	GO TO S31
	JIF	ACK1,EQ,S32	GO TO S32 IF PRES = ACK1
	JIF	ACK2,EQ,S32	GO TO S32 IF PRES = ACK2
	JIF	NAK,EQ,S32	GO TO S32 IF PRES = NAK



RECEIVE (CONTINUED)

<u>LABEL</u>	<u>OPCODE</u>	<u>OPERANDS</u>	<u>COMMENTS</u>
	JIF	WBT,EQ,S32	GO TO S32 IF PRES = WBT
	JIF	RM,EQ,S32	GO TO S32 IF PRES = RM
	JIF	EM,NOT,CURAD+4	SKIP 3 IF CHAR ≠ EM
	XFR	PRES,BLKPAR	ADD CHAR PARITY BP
	JMP	S4	ACCEPT CHAR, GO TO S4
	JIF	SOH,EQ,CURAD+8	SKIP 8 IF CHAR = SOH
	JIF	STX,EQ,CURAD+7	SKIP 7 IF CHAR = STX
	JIF	DEL,EQ,CURAD+6	SKIP 6 IF CHAR = DEL
	JIF	H,EQ,CURAD+5	SKIP 5 IF CHAR = H
	JIF	D,EQ,CURAD+4	SKIP 4 IF CHAR = D
	JIF	ETX,EQ,CURAD+3	SKIP 3 IF CHAR = ETX
	JIF	ETB,EQ,CURAD+2	SKIP 2 IF CHAR = ETB
	JMP	CURAD+4	SKIP IF NOT A FRAMING CHAR
	XFR	1,WAIT	SET "WAIT FOR REP/CAN" FLAG
	XFR	1,ANS	START ANSWER TIMER
	JMP	S6	GO TO STATE S6
	XFR	1,SNDNAK	SET "SEND NAK"
	JMP	S3	STAY IN STATE S3
S31	JIF	OVFLO,1,S4	GO TO S4 IF TEXTCOUNT = 80
	JMP	S3	STAY IN STATE S3
S32	XFR	PRES,PREV	STORE CHARACTER
	XFR	LINE,PRES	RECEIVE A CHARACTER
	JIF	PREV,EQ,CURAD+3	SKIP 2 IF PRES =PREV
	XFR	1,SNDNAK	SET "SEND NAK" FLAG
	JMP	S3	STAY IN STATE S3
	JSR	RECON	JUMP TO RECEIVE CONTROL SUBR.
	JMP	S3	STAY IN STATE S3



RECEIVE (CONTINUED)

<u>LABEL</u>	<u>OPCODE</u>	<u>OPERANDS</u>	<u>COMMENTS</u>
S4	XFR	LINE, PRES	RECEIVE A CHARACTER
	JIF	PARITY, 1, CURAD+4	SKIP IF CONTROL CHAR
	XFR	1, WAIT	SET "WAIT FOR REP/CAN" FLAG
	XFR	1, ANS	START ANSWER TIMER
	JMP	S6	GO TO STATE S6
	JIF	SYN, EQ, S4	IGNORE CHAR, STAY IN STATE S4
	JIF	REP, EQ, S41	JUMP TO S41 IF PRES = REP
	JIF	CAN, EQ, S41	JUMP TO S41 IF PRES = CAN
	JIF	ACK1, EQ, S41	JUMP TO S41 IF PRES = ACK1
	JIF	ACK2, EQ, S41	JUMP TO S41 IF PRES = ACK2
	JIF	NAK, EQ, S41	JUMP TO S41 IF PRES = NAK
	JIF	WBT, EQ, S41	JUMP TO S41 IF PRES = WBT
	JIF	RM, EQ, S41	JUMP TO S41 IF PRES = RM
	JIF	SOH, EQ, CURAD+6	SKIP 5 IF CHAR = SOH
	JIF	STX, EQ, CURAD+5	SKIP 4 IF CHAR = STX
	JIF	DEL, EQ, CURAD+4	SKIP 3 IF CHAR = DEL
	JIF	H, EQ, CURAD+3	SKIP 2 IF CHAR = H
	JIF	D, EQ, CURAD+2	SKIP 1 IF CHAR = D
	JMP	CURAD+4	JUMP IF NOT 1ST/2ND FRAME CHAR
	XFR	1, WAIT	SET "WAIT FOR REP/CAN" FLAG
	XFR	1, ANS	START ANSWER TIMER
	JMP	S6	GO TO WAIT STATE, S6
	JIF	ETB, NOT, CURAD+4	SKIP 3 IF PRES ≠ ETB
	XFR	PRES, BLKPAR	ADD CHARACTER TO BP
	XFR	0, CERL	CLEAR "CAN/ETX REC'D LAST"
	JMP	S42	JUMP TO S42
	JIF	ETX, NOT, CURAD+4	SKIP 3 IF PRES ≠ ETX
	XFR	PRES, BLKPAR	ADD CHARACTER TO BP
	XFR	1, CERL	SET "CAN/ETX REC'D LAST"
	JMP	S42	JUMP TO S42
	XFR	1, SNDNAK	SET "SEND NAK"



RECEIVE (CONTINUED)

<u>LABEL</u>	<u>OPCODE</u>	<u>OPERANDS</u>	<u>COMMENTS</u>
	JMP	S4	STAY IN STATE S4
S4 1	XFR	PRES,PREV	STORE CHARACTER
	XFR	LINE,PRES	RECEIVE A CHARACTER
	JIF	PREV,EQ,CURAD+3	SKIP 2 IF PRES = PREV
	XFR	1,SNDNAK	SET " SEND NAK"
	JMP	S4	STAY IN STATE S4
	JIF	REP,NOT,CURAD+3	SKIP 2 IF PRES CHAR ≠ REP
	JSR	REPLY	JUMP TO REPLY SUBR.
	JMP	S4	STAY IN STATE S4
	JIF	CAN,NOT,CURAD+3	SKIP 2 IF CHAR ≠ CAN
	JSR	CANCEL	JUMP TO CANCEL SUBR.
	JMP	S4	STAY IN STATE S4
	JSR	RECON	JUMP TO RECEIVE CONTROL SUBR.
	JMP	S4	STAY IN STATE S4
S4 2	JIF	LRBA,0,CURAD+3	SKIP IF LAST BLOCK NOT ACK'D
	XFR	0,LRBA	CLEAR "LAST REC'D BLOCK ACK'D"
	JMP	S5	ACCEPT CHAR, GO TO S5
	XFR	1,WAIT	SET "WAIT FOR REP/CAN" FLAG
	XFR	1,ANS	START ANSWER TIMER
	JMP	S6	GO TO WAIT STATE, S6
S5	XFR	LINE,PRES	RECEIVE A CHARACTER
	JIF	BLKPAR,EQ,CURAD+2	SKIP IF REC'D BP = CALC'D BP
	XFR	1,SNDNAK	SET "SEND NAK" FLAG
	XFR	BLKPAR,BLKPAR	CLEAR BLOCK PARITY
	JIF	SNDNAK,0,S51	GO TO S51 IF "SEND NAK" = 0
	XFR	1,DMPBUF	SET FLAG TO DUMP BUFFER
	XFR	1,NAKFLG	SET NAK FLAG FOR TRANSMITTER
	XFR	0,SNDNAK	CLEAR LOCAL "SEND NAK" FLAG
	XFR	1,ANS	START ANSWER TIMER
	XFR	1,ANREQ	SET ANSWER REQUESTED FLAG
	JMP	S1	GO TO STATE S1



RECEIVE (CONTINUED)

<u>LABEL</u>	<u>OPCODE</u>	<u>OPERANDS</u>	<u>COMMENTS</u>
S51	JIF	SNDACK1,0,CURAD+3	SKIP IF ACK2 SENT LAST
	XFR	0,SNDACK1	CLEAR "SEND ACK1" FLAG
	JMP	CURAD+2	
	XFR	1,SNDACK1	SET "SEND ACK1" FLAG
	JIF	BUFULL,0,CURAD+6	SKIP 5 IF BUFFER NOT FULL
	XFR	1,SNDWBT	SET "SEND WBT" FLAG
	XFR	1,WAIT	SET "WAIT FOR REP/CAN" FLAG
	XFR	1,ANS	START ANSWER TIMER
	XFR	1,ANREQ	SET "ANSWER REQ'D" FLAG
	JMP	S6	GO TO WAIT STATE, S6
	XFR	1,ANS	START ANSWER TIMER
	XFR	1,ANREQ	SET "ANSWER REQ'D" FLAG
	JMP	S1	GO TO STATE S1
S6	JIF	WAIT,0,S1	GO TO S1 IF WAIT FLAG CLEAR
	XFR	LINE,PRES	RECEIVE A CHARACTER
	JIF	PARITY,0,S6	IGNORE ODD CHAR, STAY IN S6
	JIF	SYN,NOT,CURAD+5	SKIP IF NOT SYN CHAR
S61	XFR	1,SYNCNT	INCREMENT SYN COUNTER
	JIF	FOURS,0,S6	STAY IN S6 IF SYNCOUNT ≠ 4
	XFR	1,ANS	START ANSWER TIMER
	JMP	S6	STAY IN STATE S6
	JIF	REP,EQ,S62	JUMP TO S62 IF PRES = REP
	JIF	CAN,EQ,S62	JUMP TO S62 IF PRES = CAN
	JIF	ACK1,EQ,S62	JUMP TO S62 IF PRES = ACK1
	JIF	ACK2,EQ,S62	JUMP TO S62 IF PRES = ACK2
	JIF	NAK,EQ,S62	JUMP TO S62 IF PRES = NAK
	JIF	WBT,EQ,S62	JUMP TO S62 IF PRES = WBT
	JIF	RM,EQ,S62	JUMP TO S62 IF PRES = RM
	JMP	S6	IF NONE OF ABOVE STAY IN S6



RECEIVE (CONTINUED)

<u>LABEL</u>	<u>OPCODE</u>	<u>OPERANDS</u>	<u>COMMENTS</u>
S62	XFR	PRES,PREV	STORE PRES CHAR IN PREV
	XFR	LINE,PRES	RECEIVE A CHARACTER
	JIF	PREV, EQ, CURAD+3	SKIP 2 IF PRES = PREV
	XFR	1,SNDNAK	IF NOT EQUAL SET "SEND NAK"
	JMP	S6	STAY IN STATE S6
	JIF	REP,NOT,CURAD+3	SKIP 2 IF CHAR ≠ REP
	JSR	REPLY	JUMP TO REPLY SUBR.
	JMP	S6	STAY IN STATE S6
	JIF	CAN,NOT,CURAD+3	SKIP 2 IF CHAR ≠ CAN
	JSR	CANCEL	JUMP TO CANCEL SUBR.
	JMP	S6	STAY IN STATE S6
	JSR	RECON	JUMP TO RECEIVE CONTROL SUBR.
	JMP	S6	STAY IN STATE S6
REPLY	XFR	1,REPRECD	SET "REP REC'D" FLAG
	XFR	1,ANREQ	SET "ANSWER REQ'D" FLAG
	XFR	1,ANS	START ANSWER TIMER
	JIF	BUFULL,0,CURAD+4	SKIP 3 IF BUFFER NOT FULL
	XFR	1,SNDWBT	SET "SEND WBT" FLAG
	XFR	1,WAIT	SET "WAIT FOR REP/CAN" FLAG
	JMP	S6	JUMP TO WAIT STATE, S6
	XFR	0,WAIT	CLEAR "WAIT FOR REP/CAN"
	RET		RETURN TO CALLING STATE
CANCEL	XFR	0,WAIT	CLEAR "WAIT FOR REP/CAN" FLAG
	XFR	0,SNDACK1	CLEAR "SEND ACK1" FLAG
	XFR	1,CANRECD	SET "CAN REC'D" FLAG
	XFR	1,ANREQ	SET "ANSWER REQ'D" FLAG
	XFR	1,DMPBUF	SET FLAG TO DUMP BUFFER.
	XFR	1,ANS	START ANSWER TIMER
	RET		RETURN TO CALLING STATE



## RECEIVE (CONTINUED)

<u>LABEL</u>	<u>OPCODE</u>	<u>OPERANDS</u>	<u>COMMENTS</u>
RECON	JIF	ANEXPD,1,CURAD+2	SKIP IF "ANSWER EXP'D"
	RET		RETURN TO CALLING STATE
	JIF	WBT,NOT,CURAD+4	SKIP 3 IF CHAR# WBT
	XFR	1,WBTRECD	SET "WBT REC'D" FLAG
	XFR	1,LBANS	SET "LAST BLOCK ANSW'D" FLAG
	RET		RETURN TO CALLING STATE
	JIF	NAK,NOT,CURAD+3	SKIP 2 IF CHAR # NAK
	XFR	1,NAKRECD	SET "NAK REC'D" FLAG
	RET		RETURN TO CALLING STATE
	JIF	RM,NOT,CURAD+4	SKIP 3 IF CHAR # RM
	XFR	1,RMRECD	SET "RM REC'D" FLAG
	XFR	1,LBANS	SET "LAST BLOCK ANSW'D" FLAG
	RET		RETURN TO CALLING STATE
	JIF	ACK1,NOT,CURAD+3	SKIP 2 IF CHAR # ACK1
	XFR	1,ACK1RCD	SET "ACK1 REC'D" FLAG
	RET		RETURN TO CALLING STATE
	XFR	1,ACK2RCD	SET "ACK2 REC'D" FLAG
	RET		RETURN TO CALLING STATE



TABLE IV.  
PROGRAM FOR TRANSMIT

<u>LABEL</u>	<u>OPCODE</u>	<u>OPERANDS</u>	<u>COMMENTS</u>
S1	JIF	ANREQ, 0, CURAD+2	SKIP IF "ANSWER REQ'D" NOT SET
	JSR	ANSWER	JUMP TO ANSWER ROUTINE
	JIF	RMRECD, 1, S11	GO TO S11 IF "RM REC'D" SET
	JIF	BUFMT, 0, S12	GO TO S12 IF BLOCK TO SEND
	XFR	SYN, LINE	SEND SYN CHARACTER
	JMP	S1	STAY IN STATE S1
S11	JIF	ANRECD, 1, CURAD+3	JUMP IF "ANSWER REC'D"
	XFR	SYN, LINE	SEND SYN CHARACTER
	JMP	S1	STAY IN STATE S1
	XFR	0, RMRECD	CLEAR "RM REC'D" FLAG
	XFR	CAN, LINE	SEND THE CANCEL
	XFR	CAN, LINE	CHARACTER SEQUENCE
	XFR	1, CANSNT	SET "CAN SENT" FLAG
	XFR	1, ANS	START ANSWER TIMER
	XFR	1, ANEXPD	SET "ANSWER EXP'D" FLAG
	XFR	0, ACK1EXP	CLEAR "ACK1 EXP'D" FLAG
	JMP	S6	GO TO WAIT STATE, S6
S12	JIF	ETXRL, 0, CURAD+3	JUMP IF NOT FIRST BLOCK
	XFR	SOH, LINE	SEND SOH CHARACTER
	JMP	S2	GO TO STATE S2
	XFR	STX, LINE	SEND STX CHARACTER
S2	XFR	1, CLRTXT	SET FLAG TO CLEAR TEXTCOUNT
	JIF	ETXRL, 1, S21	GO TO S21 IF ETX REC'D LAST
	XFR	DEL, BLKPAR	ADD DEL CHAR TO BLOCK PARITY
	XFR	DEL, LINE	SEND DEL CHARACTER
	JMP	S3	GO TO STATE S3
S21	JIF	RTRAFF, 0, CURAD+3	JUMP IF NOT RECORD TRAFFIC
	XFR	H, LINE	SEND "H" AS SELECT CHAR
	JMP	S3	JUMP TO STATE S3
	XFR	D, LINE	SEND "D" AS SELECT CHAR



## TRANSMIT (CONTINUED)

<u>LABEL</u>	<u>OPCODE</u>	<u>OPERANDS</u>	<u>COMMENTS</u>
S3	JIF	ANREQ, 0, CURAD+2	SKIP IF "ANSWER REQ'D" NOT SET
	JSR	ANSWER	PERFORM ANSWER SUBROUTINE
	JIF	OVFLO, 1, S6	GO TO S6 IF TEXTCOUNT = 80
S31	JIF	BUFMT, 1, CURAD+4	SKIP 3 IF BUFFER EMPTY
	XFR	EM, BLKPAR	ADD EM CHARACTER TO BP
	XFR	EM, LINE	SEND EM CHARACTER
	JMP	S6	GO TO CONTROL STATE, S6
	XFR	1, TXTCNT	INCREMENT TEXTCOUNT
	XFR	HOST, LINE	SEND ODD PARITY DATA CHARACTER
	XFR	HOST, BLKPAR	ADD CHAR TO BLOCK PARITY
	JMP	S3	STAY IN STATE S3
S4	JIF	ANREQ, 0, CURAD+2	SKIP IF "ANSWER REQ'D" NOT SET
	JSR	ANSWER	PERFORM ANSWER ROUTINE
	JIF	EOMFLG, 1, CURAD+5	SKIP IF LAST BLOCK
	XFR	ETB, BLKPAR	ADD ETB CHARACTER TO BP
	XFR	ETB, LINE	SEND ETB CHARACTER
	XFR	0, ETXSL	CLEAR "ETX SENT LAST" FLAG
	JMP	S5	GO TO STATE S5
	XFR	ETX, BLKPAR	ADD ETX CHARACTER TO BP
	XFR	ETX, LINE	SEND ETX CHARACTER
	XFR	1, ETXSL	SET "ETX SENT LAST" FLAG
S5	XFR	BLKPAR, LINE	SEND COMPUTED BLOCK PARITY
	XFR	BLKPAR, BLKPAR	CLEAR BLOCK PARITY
	XFR	1, ANEXPD	SET "ANSWER EXPD'D" FLAG
	XFR	1, ANS	START ANSWER TIMER
	JMP	S1	GO TO STATE S1



TRANSMIT (CONTINUED)

<u>LABEL</u>	<u>OPCODE</u>	<u>OPERANDS</u>	<u>COMMENTS</u>
S6	JIF	ACK1RCD,1,S61	GO TO S61 IF "ACK1 REC'D"
	JIF	ACK2RCD,1,S62	GO TO S62 IF "ACK2 REC'D"
	JIF	RMRECD,0,CURAD+9	SKIP IF "RM REC'D" NOT SET
	XFR	0,ANS	INHIBIT ANSWER TIMER
	XFR	0,RMRECD	CLEAR "RM REC'D" FLAG
	XFR	CAN,LINE	SEND CAN
	XFR	CAN,LINE	CHARACTER SEQUENCE
	XFR	1,ANS	START ANSWER TIMER
	XFR	1,ANEXP'D	SET "ANSWER EXP'D" FLAG
	XFR	0,ACK1EXP	CLEAR "ACK1 EXP'D" FLAG
	JMP	S6	STAY IN STATE S6
	JIF	WBTRCD,0,CURAD+3	SKIP IF "WBT REC'D" NOT SET
	XFR	0,WBTRCD	CLEAR "WBT REC'D" FLAG
	JMP	S6	STAY IN STATE S6
	JIF	NAKRCD,0,CURAD+5	SKIP IF "NAK REC'D" NOT SET
	XFR	0,ANS	INHIBIT ANSWER TIMER
	XFR	0,NAKRCD	CLEAR "NAK REC'D" FLAG
	XFR	1,PUSHUP	SET FLAG TO PUSH UP BUFFER
	JMP	S1	GO TO STATE S1
	JIF	TYM,0,CURAD+3	SKIP IF ANS TIMER NOT EXPIRED
	XFR	SYN,LINE	SEND SYN CHARACTER
	JMP	S6	STAY IN STATE S6
	JIF	CANSNT,0,CURAD+10	SKIP IF "CAN SENT" NOT SET
	JIF	CAN3,0,CURAD+3	SKIP IF <3 CANCEL SEQ'S SENT
	XFR	1,NOREP	SET "NO REPLY FLAG"
	XFR	1,CLRCAN	SET FLAG TO CLEAR CAN COUNT
	XFR	CAN,LINE	SEND CANCEL
	XFR	CAN,LINE	CHARACTER SEQUENCE
	XFR	1,ANS	RESTART ANSWER TIMER
	XFR	1,CANCNT	SET FLAG TO INCREMENT CANCOUNT
	XFR	1,ANEXP'D	SET "ANSWER EXP'D" FLAG
	JMP	S6	STAY IN STATE S6



TRANSMIT (CONTINUED)

JIF	RM3,0,CURAD+3	SKIP IF <3 RM SEQS SENT
XFR	1,NOREP	SET "NO REPLY" ALARM FLAG
XFR	1,CLRREP	SET FLAG TO CLEAR REP COUNT
XFR	REP,LINE	SEND REPLY
XFR	REP,LINE	CHARACTER SEQUENCE
XFR	1,ANS	RESTART ANSWER TIMER
XFR	1,REPCNT	SET FLAG TO INCREMENT REPCOUNT
XFR	1,ANEXPD	SET "ANSWER EXP'D" FLAG
JMP	S6	STAY IN STATE S6
S61	JIF ACK1EXP,0,CURAD+4	SKIP IF "ACK1 EXP'D" NOT SET
XFR	0,ANS	INHIBIT ANSWER TIMER
XFR	0,ACK1EXP	CLEAR "ACK1 EXP'D" FLAG
JMP	S4	GO TO STATE S4
JIF	CANSNT,S6	IF "CAN SENT", GO TO S6
XFR	0,ANS	INHIBIT ANSWER TIMER
XFR	1,PUSHUP	SET FLAG TO PUSH UP BUFFER
XFR	S1	GO TO STATE S1
S62	JIF ACK1EXP,0,CURAD+4	SKIP IF "ACK1 EXP'D" NOT SET
XFR	0,ANS	INHIBIT ANSWER TIMER
XFR	1,PUSHUP	SET FLAG TO PUSH UP BUFFER
JMP	S1	GO TO STATE S1
JIF	CANSNT,0,CURAD+5	SKIP IF "CAN SENT" NOT SET
XFR	1,DMPBUF	SET FLAG TO DUMP BUFFER
XFR	1,CLRCAN	SET FLAG TO CLEAR CAN COUNTER
XFR	0,ANS	INHIBIT ANSWER TIMER
JMP	S1	GO TO STATE S1
XFR	0,ANS	INHIBIT ANSWER TIMER
XFR	1,ACK1EXP	SET "ACK1 EXP'D" FLAG
JMP	S4	GO TO STATE S4



## TRANSMIT (CONTINUED)

<u>LABEL</u>	<u>OPCODE</u>	<u>OPERANDS</u>	<u>COMMENTS</u>
ANSWER	XFR	0,ANREQ	CLEAR "ANSWER REQ'D" FLAG
	JIF	SNDWBT,0,CURAD+5	SKIP IF "SEND WBT" NOT SET
	XFR	0,SNDWBT	CLEAR "SEND WBT" FLAG
	XFR	WBT,LINE	SEND WBT
	XFR	WBT,LINE	CHARACTER SEQUENCE
	RET		RETURN TO CALLING STATE
	JIF	NAKFLG,0,CURAD+5	SKIP IF NAK FLAG NOT SET
	XFR	0,NAKFLG	CLEAR "SEND NAK" FLAG
	XFR	NAK,LINE	SEND NAK
	XFR	NAK,LINE	CHARACTER SEQUENCE
	RET		RETURN TO CALLING STATE
	JIF	REPRECD,1,AR1	IF "RM REC'D", GO TO AR1
	JIF	SNDACK1,0,CURAD+6	SKIP IF "SEND ACK1" NOT SET
	XFR	0,SNDACK1	CLEAR "SEND ACK1" FLAG
	XFR	1,LRBA	SET "LAST REC'D BLOCK ACK'D"
	XFR	ACK1,LINE	SEND ACK1
	XFR	ACK1,LINE	CHARACTER SEQUENCE
	RET		RETURN TO CALLING STATE
	XFR	1,SNDACK1	SET "SEND ACK1" FLAG
	XFR	1,LRBA	SET "LAST REC'D BLOCK ACK'D"
	XFR	ACK2,LINE	SEND ACK2
	XFR	ACK2,LINE	CHARACTER SEQUENCE
	RET		RETURN TO CALLING STATE
AR1	JIF	SNDACK1,1,CURAD+4	SKIP IF LAST BLK WAS ACK2
	XFR	ACK1,LINE	SEND ACK1
	XFR	ACK1,LINE	CHARACTER SEQUENCE
	RET		RETURN TO CALLING STATE
	XFR	ACK2,LINE	SEND ACK2
	XFR	ACK2,LINE	CHARACTER SEQUENCE
	RET		RETURN TO CALLING STATE



## F. IMPLEMENTATION PLAN

To set the scene for a possible implementation scheme, some interface assumptions must be specified. First of all, the Receive and Transmit functions interact with the Host buffer and Line registers, character by character. Control characters are removed by the Receive function and added by the Transmit function; only the text characters are passed between the Receive and Transmit functions and the Host (no more than 80 per block). When a text character is taken from the Host buffer register by the Transmit function, the next character in the buffer is automatically placed in the register. Since the Host processor must obviously know when it is working on the last block of a message, it can set an "end of message" flag for the Transmit control. On the other hand, the Host must check flags set by the Receive or Transmit logic in order to determine when to dump (ignore) a buffer or prepare a buffer for retransmission. The Transmit Line buffer register must delay execution of a current "send" until a previous "send" has been completed. (This requirement allows the program to issue two successive XFR instructions with "LINE" as the destination operand, as is needed for the two-character control sequences.)

The Transmit and Receive functions require a total of 35 flags or indicators. Fourteen of these are used in common by both. Eight flags are local to the Receive logic and thirteen are local to Transmit. Eight of these same 35 flags are referenced by the Host processor.

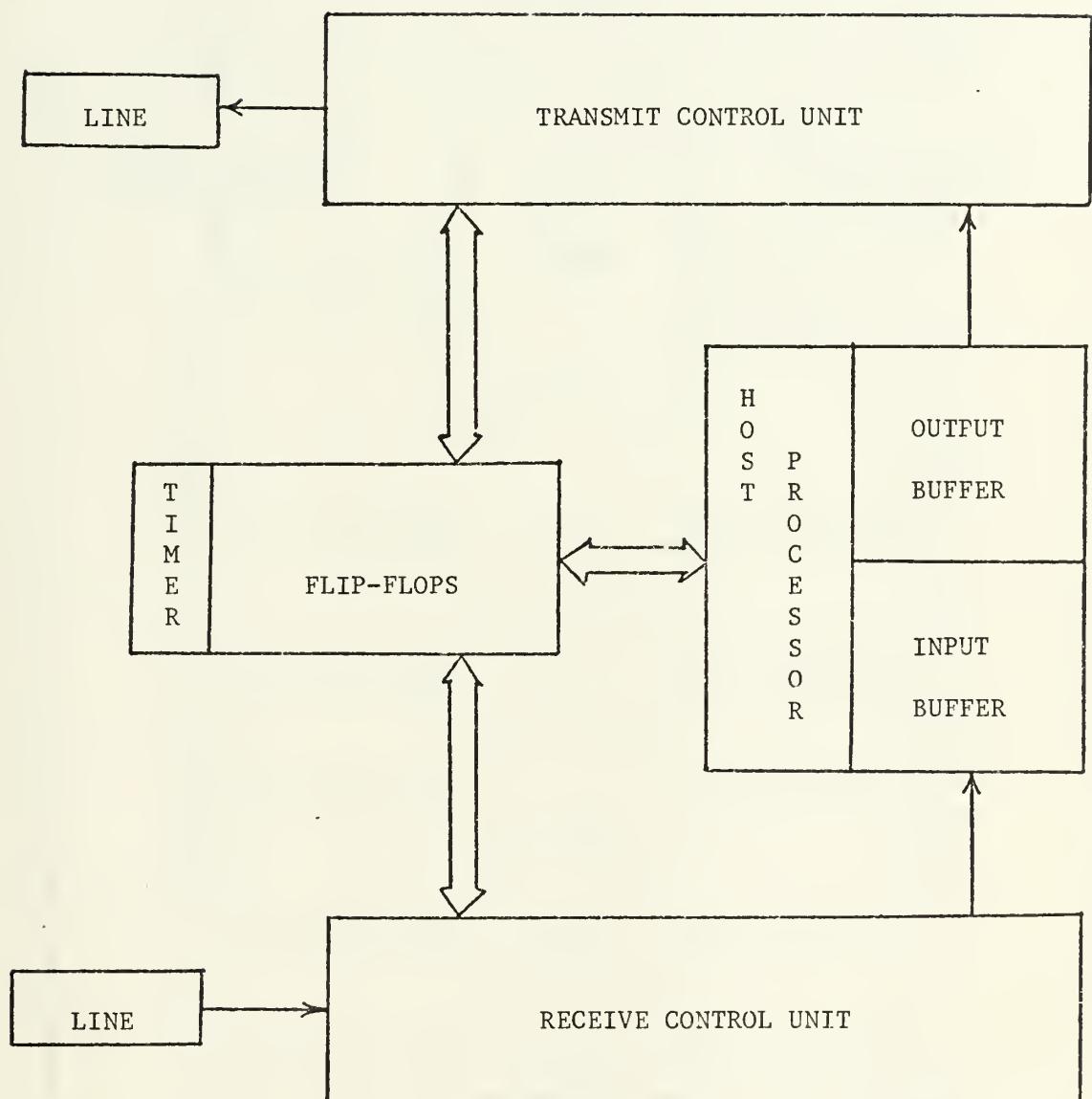
There are seven registers. Six are used as both source and destination. One, the Previous Character register, is a destination register only.



The programs as written in Tables III and IV use 220 addresses for the Receive logic and 146 addresses for the Transmit logic.

If the control logic functions are to be implemented in random logic hardware, a bit configuration for the designed instruction set must first be derived. Then the programs can be put into a Read Only Memory (ROM) and be called out by a program control unit as needed. One possible implementation scheme is presented in Figures 8 and 9. Figure 8 is a simple diagram showing the interaction of the Transmit and Receive control functions with the Host processor, the flag flip-flops and timer, and the AUTODIN/NIDN Line buffers. Figure 9 represents the Receive control logic unit. The registers are all connected by buses, which transfer the data from one register to another as directed by the program control logic. The flip-flops are set and cleared via a demultiplexer and checked by means of a multiplexer. The block parity register (BLKPAR) has a built-in exclusive "or" function, i.e. whenever any data is transferred to BLKPAR, it is automatically exclusive "or"ed with the current contents of BLKPAR. Likewise, the return address register (RTNADR) automatically adds one to the current address register (CURADR) data as it is entered. (CURADR is the only source for data being transferred to RTNADR.)

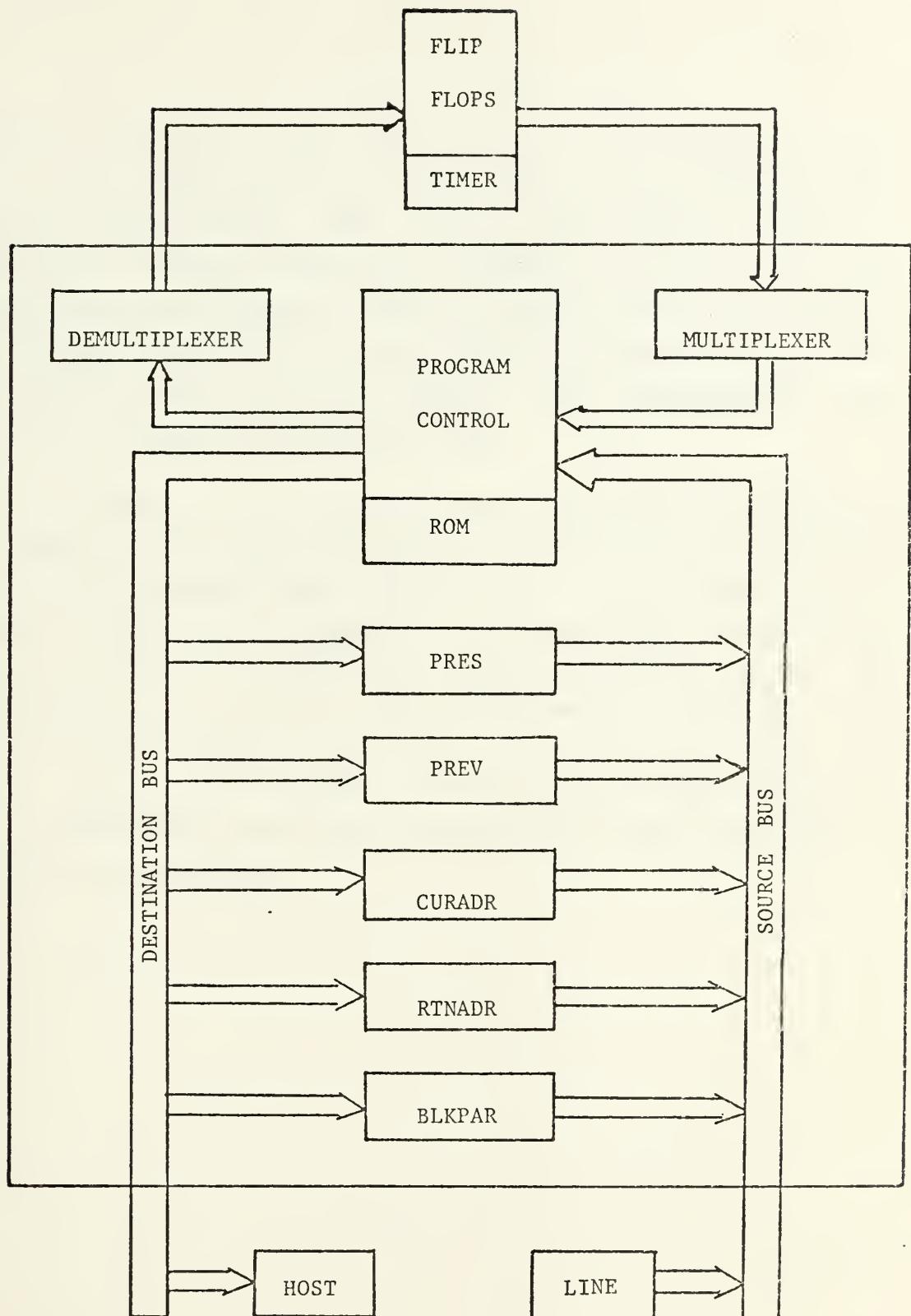




CONTROL UNIT INTERFACE

FIGURE 8.





RECEIVE CONTROL UNIT

FIGURE 9.



This arrangement will accomplish all the actions called for by the instruction set. No figure is provided for the Transmit control logic unit since the diagram would be identical to Figure 8 with the exception that the data lines between the Host register and the bus, and the Line register and the bus, would point in the opposite direction, i.e. the data would transfer from the HOST to the Destination bus, and from the Source bus to the LINE.

An alternative to the above implementation plan would be the use of a conventional general-purpose microprocessor to emulate the designed instruction set. This scheme would provide much more flexibility than the first and would be good for testing the validity of the control logic for completeness and timing. If changes become necessary, they could be easily made by modifying the program. With the "state of the art" rapidly advancing, microprocessors may soon be developed which would provide the speed required of a backup control unit.



## V. SUMMARY AND CONCLUSIONS

A step-by-step reduction of AUTODIN/NIDN communication protocol to programmed control logic has been presented. Following a general background description of the AUTODIN line discipline, a detailed analysis of the Transmit and Receive functions of AUTODIN (as modified for NIDN and OSIS) provided the basis for state and transition descriptions. These descriptions, in turn, led to transition tables and state diagrams. A special instruction set, capable of accomplishing any of the described tasks, was then developed and used to program the Transmit and Receive control functions from the transition tables and state diagrams. Two possible implementation schemes were outlined.

Although this document deals specifically with the AUTODIN/NIDN line disciplines used by OSIS, the method of approach applied to reducing this protocol to programmed control logic is general enough to be employed in reducing other communication systems. The approach is simple and straightforward and the resulting sequence of tables, diagrams, and programs are easy to follow and understand. Especially to be emphasized is the ease of making changes with this method. If it is necessary to alter the Receive or Transmit control function in any way, it need only be determined which state is effected, then locate that state in the transition table, state diagram, and program and make the appropriate additions or changes to all three.



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